Protection from Evil, 10 Radius

Abjuration (Reversible)

Range:	Touch	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	7 Segments
Area of Effect:	20' Diamenter Sphere	**Saving Throw:**	None

Level 4 Cleric

Speak with Plants

Alteration

Range:	0	**Components:**	V,S,M
Duration:	1 Round / Level	**Casting Time:**	1 Turn
Area of Effect:	6" Diameter Circle	**Saving Throw:**	None

Level 4 Cleric

Sticks to Snakes

Alteration (Reversible)

Range:	3"	**Components:**	V,S,M
Duration:	2 Rounds / Level	**Casting Time:**	7 Segments
Area of Effect:	3 Cubic Inches	**Saving Throw:**	None

Level 4 Cleric

Description

The globe of protection of this spell is identical in all respects to a protection from evil (q.v.) spell, except that it encompasses a much larger area and the duration of the protection from evil, 10'radius spell is greater. To complete this spell, the cleric must trace a circle 20' in diameter using holy water or blood, incense or smouldering dung as according to the protection from evil spell.

Description

When cast, a speak with plants spell enables the cleric to converse, in very rudimentary terms, with all sorts of living vegetables. Thus, the cleric can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and similar things. The spell does not enable the cleric to animate non-ambulatory vegetation. The power of the spell lasts for 1 melee round for each level of experience of the cleric who cast it. All vegetation within the area of effect are under command of the spell. The material components for this spell are a drop of water, a pinch of dung, and a flame.

Description

By means of this spell the cleric is able to change 1 stick to a snake for each level of experience he or she has attained, i.e. a 9th level cleric can change 9 sticks into 9 snakes. These snakes will attack as commanded by the cleric. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Note that magical items such as staves and spears which are enchanted are not affected by the spell. Only sticks within the area of effect will be changed. The probability of a snake thus changed being venomous is 5% per level of experience of the spell caster, so that there is a 55% probability of any given snake created by the spell being poisonous when sticks are turned to snakes by an 11 th level cleric, 6OYo at 12th level, etc. The effect lasts for 2 melee rounds for each level of experience of the spell caster. The material components of the spell are a small piece of bark and several snake scales The reverse changes snakes to sticks for the duration appropriate, or it negates the sticks to snakes spell according to the level of the cleric countering the spell, i.e. a 10th level cleric casting the reverse spell can turn only 10 snakes back to sticks.